"user friendly"
educational software
Ages 8 and up
carefully tested
in the classroom
excellent for home study

SOCIAL STUDIES

The States Game

5 computer programs
designed as games
to let you learn hard facts
while you guess the states
from descriptive clues.

BRAINWARE™ KIT

BRAINBANK
LEARNING GUIDE
SOCIAL STUDIES
States Game

Apple, Apple II, Apple II+, Apple IIe with 48K

BRAINBANK
LEARNING GUIDE

(Social Studies   U.S.A.)

THE STATES GAME
E PLURIBUS UNUM
For 1 to 4 players: Ages 8 and up

Five computer programs designed as games to
let you learn facts about the fifty American states

Computer Graphics by Paul Kuhrman
Program Edited by Mark Feldman

About this BRAINWARE™

Learning about America means learning that each state is an individual entity. Students need to learn about each state's climate, land forms, history, economics, and government in order to gain an understanding of the nation as a whole.

THE STATES GAME will challenge students' knowledge and also help them learn interesting new information. The game teaches that each state has its own environment, "personality," and history. It provides an educational, informational, and motivational tool for learning.

BRAINBANK's microcomputer BRAINWARE™ is designed to support and supplement classroom work. All instructions for playing are displayed step-by-step, on-screen. Students need only to load the program to understand what to do. Feedback to student responses is immediate and ongoing, assessing students as they work.

This BBI BRAINWARE™ title contains five programs designed as games. The five games do not have a particular sequence and may be run in any order, but it should be noted that each game must be run from the beginning and cannot be started in the middle.

Be sure to allow each student ample time to run through each BBI lesson on the computer. Students run each program at their own pace. Games average about half an hour each to run, though this will vary from student to student.

Success is built in to every BBI BRAINWARE™ program.

**BE SURE TO REFER TO YOUR COMPUTER MANUAL FOR START-UP INSTRUCTIONS. IF YOU HAVE AN APPLE IIe, BE SURE THE "CAPS LOCK" IS DOWN.

How To Play The States Game

One to four players learn the facts as they guess the states from descriptive clues.

ON-SCREEN INSTRUCTIONS are presented during the program; all a student has to do to find out how to play is load the program.

The RULES and the SCORING SYSTEM are presented and explained in an option listed on the *Main Menu*. Once learned, they can be skipped. These rules are printed here for your reference.

When the *Main Menu* appears, you will see that not only the five games but also the game rules are listed. If you are playing the game for the first time, or are not quite sure of the rules, choose this option before you play so that you know how to play and perhaps win the game.

The Rules

— A clue will appear on the screen.
— Each player then has a turn either to enter the state that the clue describes or to PASS.

— To answer, type the POST OFFICE ABBREVIATION for the state described. For example: for New Jersey, type NJ;
for North Carolina, type NC.
— To see a list of Post Office abbreviations, type PO.
— To skip a turn (to PASS), type PS.
(If you choose either of these options, it will not affect your total score.)

— All players may choose the same state for their answer, if they wish.

— Each player is given 50 points to start with, one for each of the fifty states.

— 5 points are given for a right answer after the FIRST clue.
— 4 points are given for a right answer after the SECOND clue.
— 3 points are given for a right answer after the THIRD clue.

— To PASS is no score.
— Each wrong answer loses 2 points.
— The score is added up and is displayed at the end of each round.
— The next clue will appear if no player answers correctly.
— Three clues about a state of the union are given for each round.
— At the end of each round, the name and location of the state capital is displayed on the map of the United States.

Playing Procedure

— Once the game rules are read and understood (they may be seen again if the students wish), the students can choose one of the five games.
— Each game is for one to four players; a student may play alone. Once a game is selected, the program will ask, "How many players?" The correct number should be entered.
— Each game has from four to eight rounds. Players should choose the length of game they wish and enter the number.
— Finally, players will be asked to enter their names (using no more than eight letters).
— The game is then ready to be played.

Learning Guide

This Learning Guide is provided to augment the courseware with related information, exercises, and activities.

4

Each game in this series contains clues about ten states in the U.S.A. The five games together cover the fifty states.

Game One:
California, Georgia, Kentucky, Maine, Michigan, Mississippi, North Dakota, South Carolina, West Virginia, Wyoming.

Game Two:
Alaska, Delaware, Illinois, Iowa, Rhode Island, Texas, Utah, Virginia, Washington, Wisconsin.

Game Three:
Alabama, Colorado, Connecticut, Florida, Hawaii, Idaho, Massachusetts, Missouri, New Hampshire, New Jersey.

Game Four:
Arkansas, Louisiana, Maryland, Minnesota, Montana, New Mexico, Ohio, Pennsylvania, Vermont.

Game Five:
Arizona, Indiana, Nevada, New York, Nebraska, North Carolina, Oklahoma, Oregon, South Dakota, Tennessee.
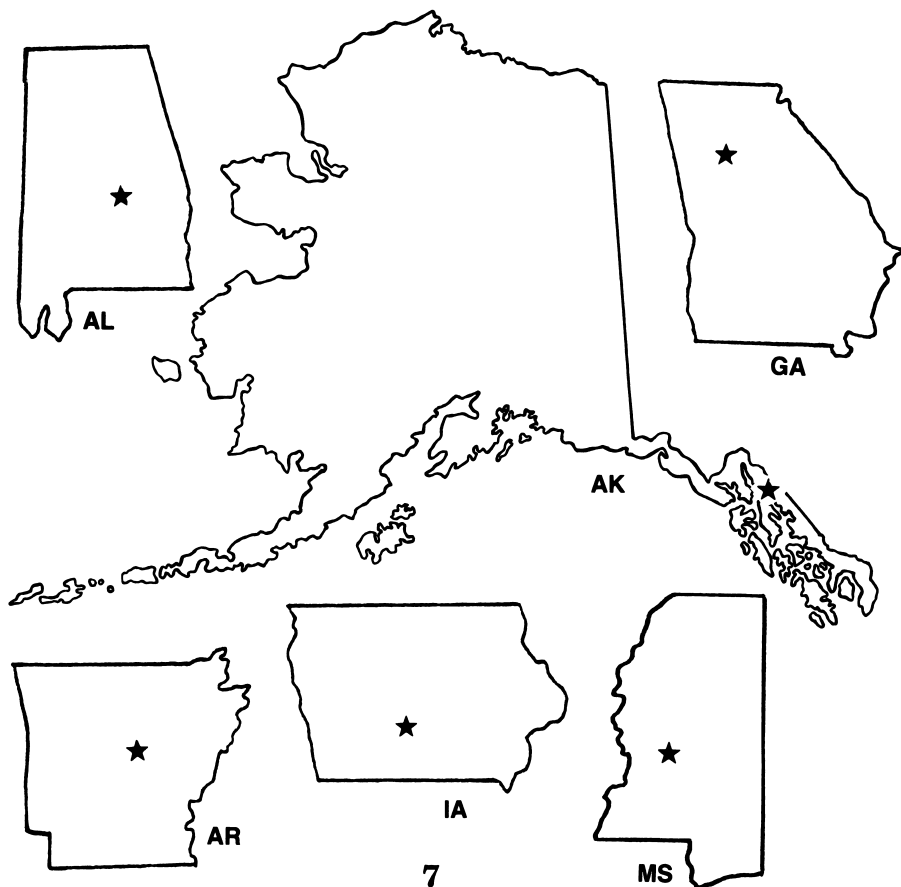
Brainware Facts

State	Post Office Abbrev.	Capital	Admitted to Union	State Bird
Alabama	AL	Montgomery	1819	Yellowhammer
Alaska	AK	Juneau	1958	Willow Ptarmigan
Arizona	AZ	Phoenix	1912	Cactus Wren
Arkansas	AR	Little Rock	1836	Mockingbird
California	CA	Sacramento	1850	Valley Quail
Colorado	CO	Denver	1876	Lark Bunting
Connecticut	CT	Hartford	1788	American Robin
Delaware	DE	Dover	1787	Blue Hen Chicken
Florida	FL	Tallahassee	1845	Mockingbird
Georgia	GA	Atlanta	1788	Brown Thrasher

5

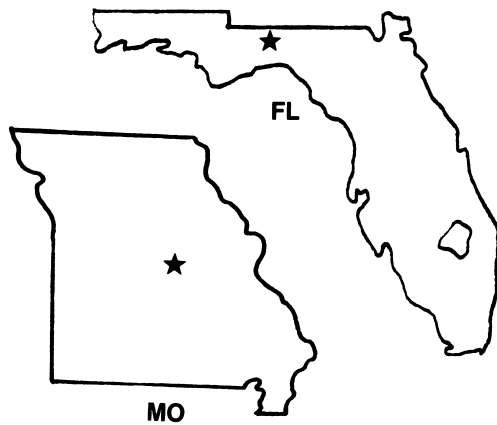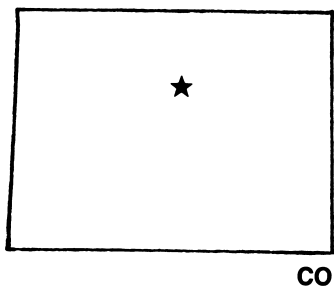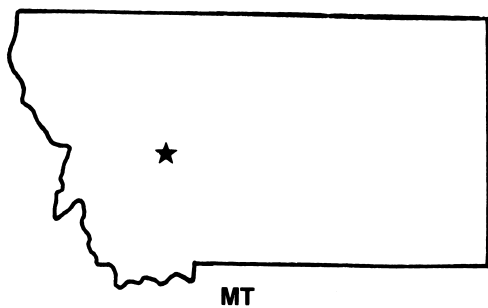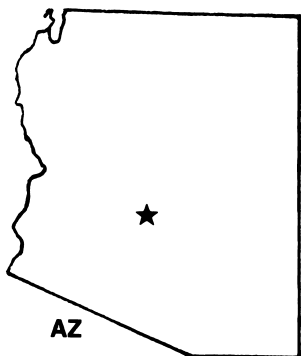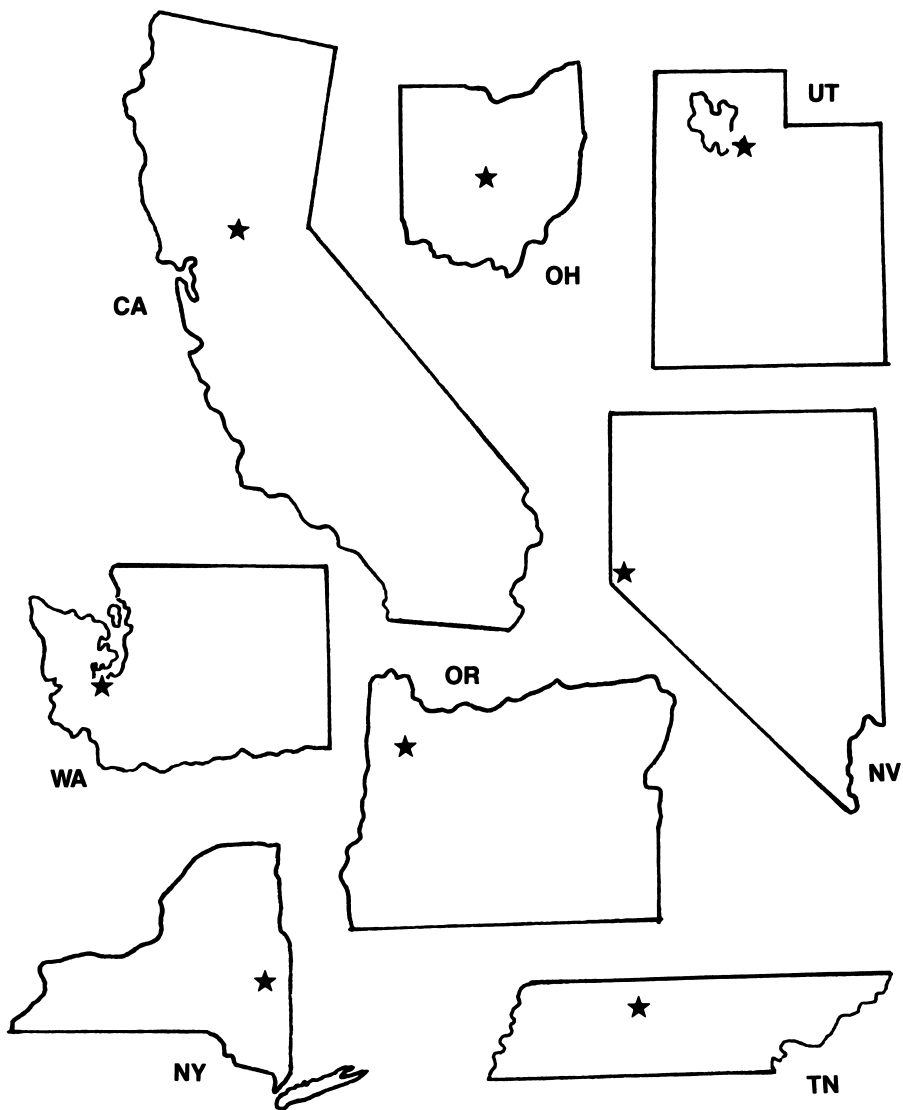| State	Post Office Abbrev.	Capital	Admitted to Union	State Bird
Hawaii	HI	Honolulu	1959	Nene (Hawaiian Goose)
Idaho	ID	Boise	1890	Mountain Bluebird
Illinois	IL	Springfield	1818	Cardinal
Indiana	IN	Indianapolis	1816	Cardinal
Iowa	IA	Des Moines	1846	Eastern Goldfinch
Kansas	KS	Topeka	1861	Western Meadow Lark
Kentucky	KY	Frankfort	1792	Cardinal
Louisiana	LA	Baton Rouge	1812	Eastern Brown Pelican
Maine	ME	Augusta	1820	Chickadee
Maryland	MD	Annapolis	1788	Oriole
Massachusetts	MA	Boston	1788	Chickadee
Michigan	MI	Lansing	1837	Robin
Minnesota	MN	St. Paul	1858	Loon
Mississippi	MS	Jackson	1817	Mockingbird
Missouri	MO	Jefferson City	1821	Eastern Bluebird
Montana	MT	Helena	1889	Western Meadow Lark
Nebraska	NE	Lincoln	1867	Western Meadow Lark
Nevada	NV	Carson City	1864	Mountain Bluebird
New Hampshire	NH	Concord	1788	Purple Finch
New Jersey	NJ	Trenton	1787	Eastern Goldfinch
New Mexico	NM	Santa Fe	1912	Road Runner
New York	NY	Albany	1788	Eastern Bluebird
North Carolina	NC	Raleigh	1789	Cardinal
North Dakota	ND	Bismarck	1889	Western Meadow Lark
Ohio	OH	Columbus	1803	Cardinal
Oklahoma	OK	Oklahoma City	1907	Scissortailed Flycatcher
Oregon	OR	Salem	1859	Western Meadow Lark
Pennsylvania	PA	Harrisburg	1787	Ruffed Grouse
Rhode Island	RI	Providence	1790	Rhode Island Red
South Carolina	SC	Columbia	1788	Carolina Wren
South Dakota	SD	Pierre	1889	Ringnecked Pheasant
Tennessee	TN	Nashville	1796	Mockingbird
Texas	TX	Austin	1845	Mockingbird
Utah	UT	Salt Lake City	1896	California Gull
Vermont	VT	Montpelier	1791	Hermit Thrush
Virginia	VA	Richmond	1788	Cardinal
Washington	WA	Olympia	1889	Willow Goldfinch
West Virginia	WV	Charleston	1863	Cardinal
Wisconsin	WI	Madison	1848	Robin
Wyoming	WY	Cheyenne	1890	Meadow Lark

6

E PLURIBUS UNUM. OUT OF MANY — ONE.

On these pages the shapes of the fifty states are drawn in relative sizes. The location of the capital of each state is shown by a star. These maps may be copied and used for reference. They can be cut up and rearranged by students to fit together to form the true geographical map of the United States as we know it. The states may also be cut out and rearranged according to the groups of states in each game, or used in any other way which might be helpful.
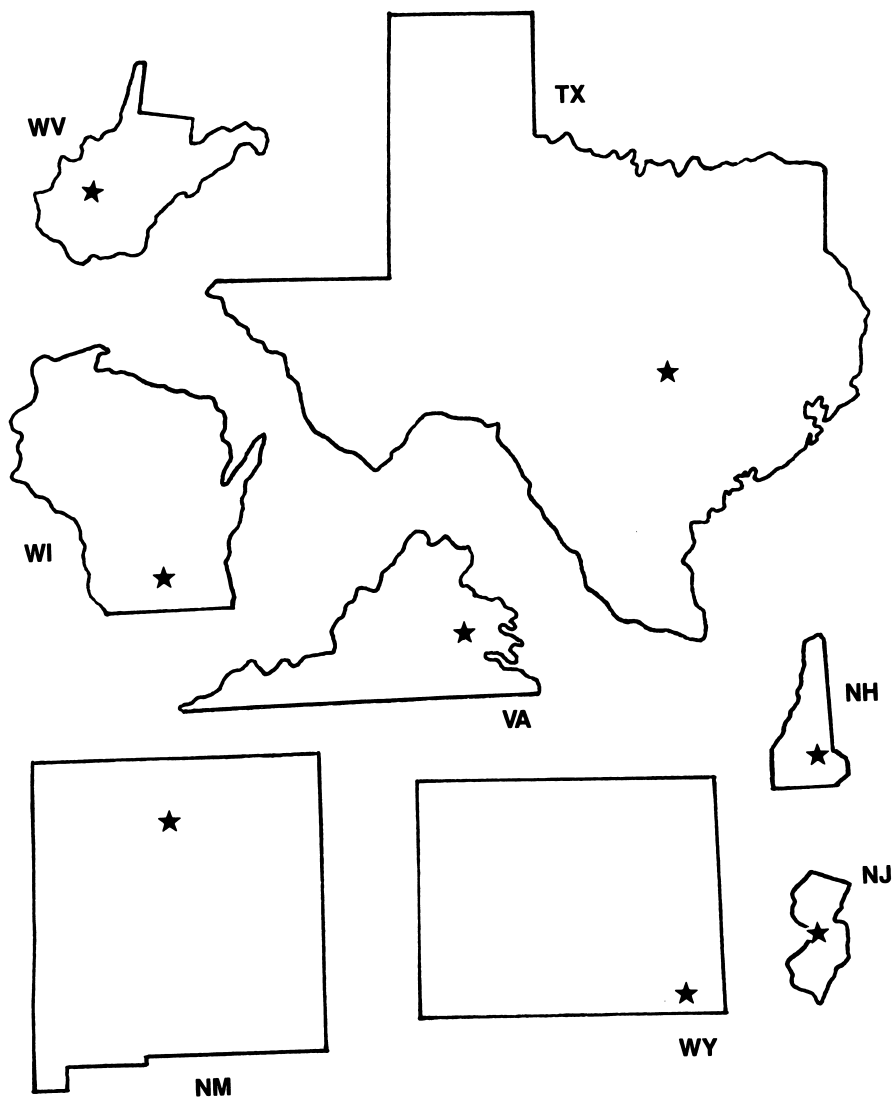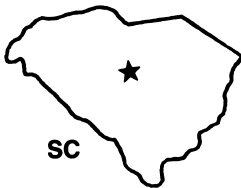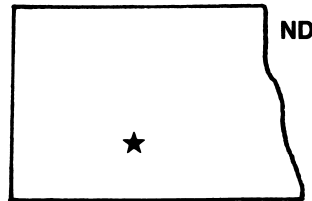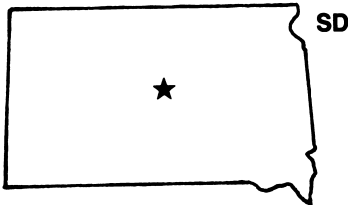
AL

GA

AK

AR

IA

MS

LA

MD

MA

ID

MI

IL

HI

IN

ME

MN

8

AZ

MT

CO

FL

KS

MO

CT

DE

KY

NE

9

CA

OH

UT

NV

WA

OR

NY

TN

10

WV

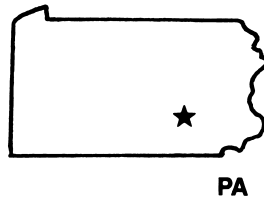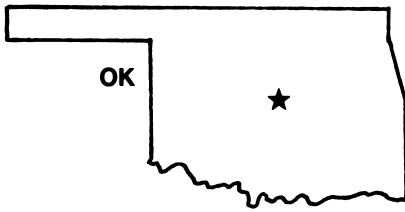TX

WI

VA

NH

NM

WY

NJ

OK

PA

VT

SD

ND

RI

SC

NC
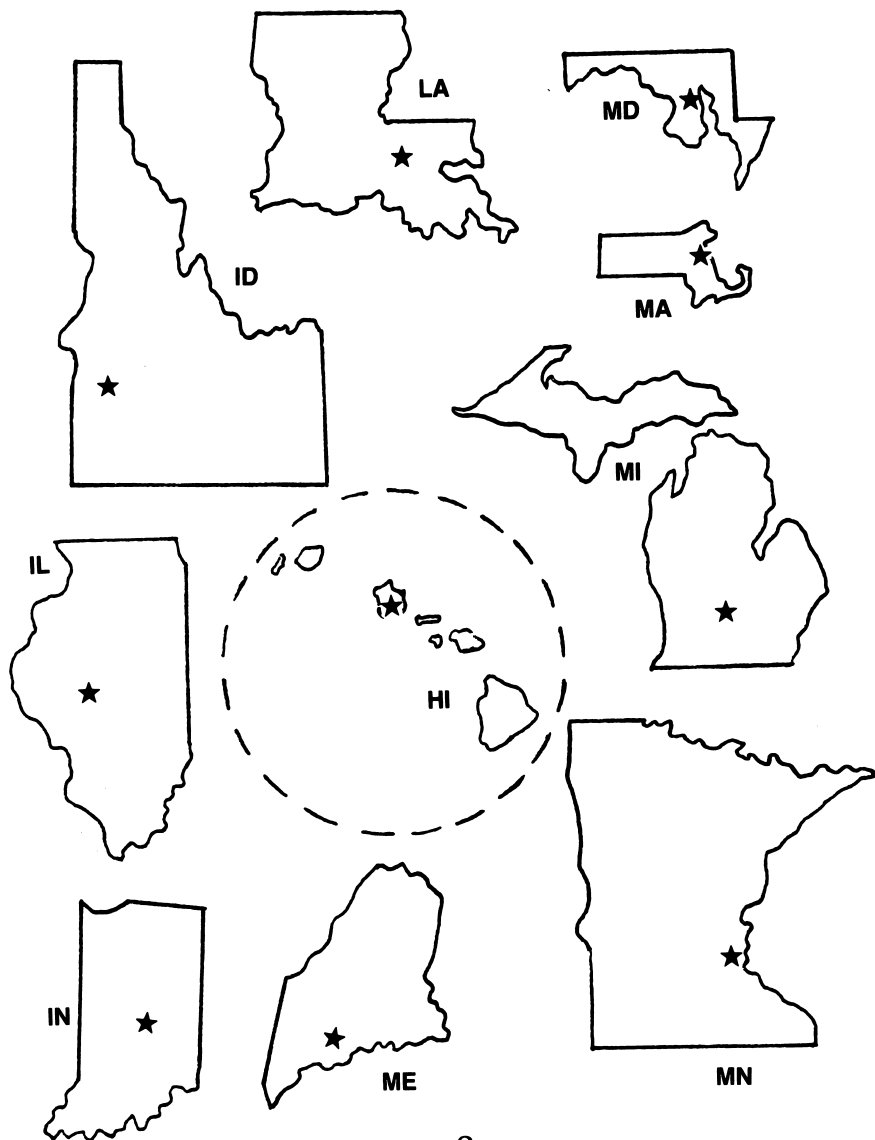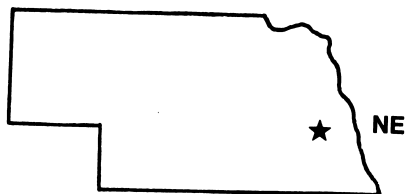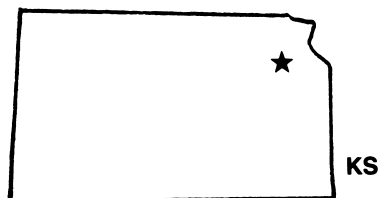
Brain Teasers

Facts presented in these two exercises are similar to the facts displayed as clues in THE STATES GAME. These exercises can be used as a "warm up" for playing THE STATES GAME on the microcomputer. Students can use their textbooks or an encyclopedia to help them answer the questions.

Name the State

a) Which state has produced the most American cars since the early 1900s?
b) A Japanese attack on this state brought the United States into World War II.
c) In which state was the United States Constitution signed?
d) In which state did the movie industry make its mark?
e) Which state is located closest to Russia?

a) Michigan   b) Hawaii   c) Pennsylvania
d) California   e) Alaska

A Matching Game

a) The Civil War began here   d) Florida
b) Won in a war with Mexico   e) Louisiana
c) First "mass production" factory   c) Connecticut
d) Purchased from Spain in 1819   b) Texas
e) Battle of New Orleans   a) South Carolina

The BRAINBANK INC., BRAINWARE™ KIT
CONTENTS

A BRAINWARE™ KIT BOOKLET
Everything you need to know about BBI BRAINWARE™
- BOOKLET CONTENTS
  A table of contents with page numbers.
- THE BBI PRIMER
  Instructions for interacting with our BRAINWARE™.
- THE MICROCOMPUTER: An Overview
  Parts of a microcomputer explained in simple terms.
- "SIGHT-SAYING"
  A pronunciation guide.
- GLOSSARY
  Definitions of commonly used computer terms.
- LEARNING GUIDE
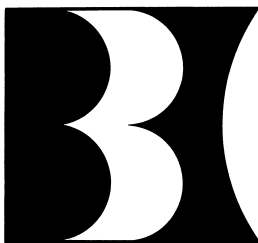 Related information and activities.
BRAINWARE™ CONTENTS
Listed on the package for quick reference.
THE BRAINWARE™
BBI lessons on diskette in packages designed for careful storage.

"USER FRIENDLY SOFTWARE"

BRAINWARE™ No. 1 for Value

This package contains 5–9 complete lessons (see front cover) together with all this extra documentation.

- A BRAINWARE™ Booklet containing everything you need to know about BBI BRAINWARE™, and then some.
- Instructions for using the BRAINWARE™
- An overview of a microcomputer. Parts of a microcomputer made simple.
- A pronunciation guide.
- Glossary of commonly-used computer terms.

- Learning Guide for the teacher or parent, containing further, additional and different material which can be used when working with the BBI Lesson.

- BRAINWARE™ Contents listed on the package for quick reference.

BRAINWARE™ No. 1 for Quality

All these lessons have been written, edited and tested by educators. BrainBank's President, Ruth Landa (M.Sc. Honors Education) is a member of the faculty of The New School for Social Research in New York City and is the author of the book "Creating Courseware" published by Harper & Row.

This title is for the Apple II, Apple IIe, and Apple+.

" . . . these programs use the power of the computer to present information in a varied and visually exciting way" —MEDIA REVIEW

" . . . BBI has some of the best programs on the market today" —COMMODORE BUSINESS MACHINES

" . . . there may not be better courseware available" —INFOWORLD

BrainBank Inc.
220 Fifth Avenue,
New York, 10001